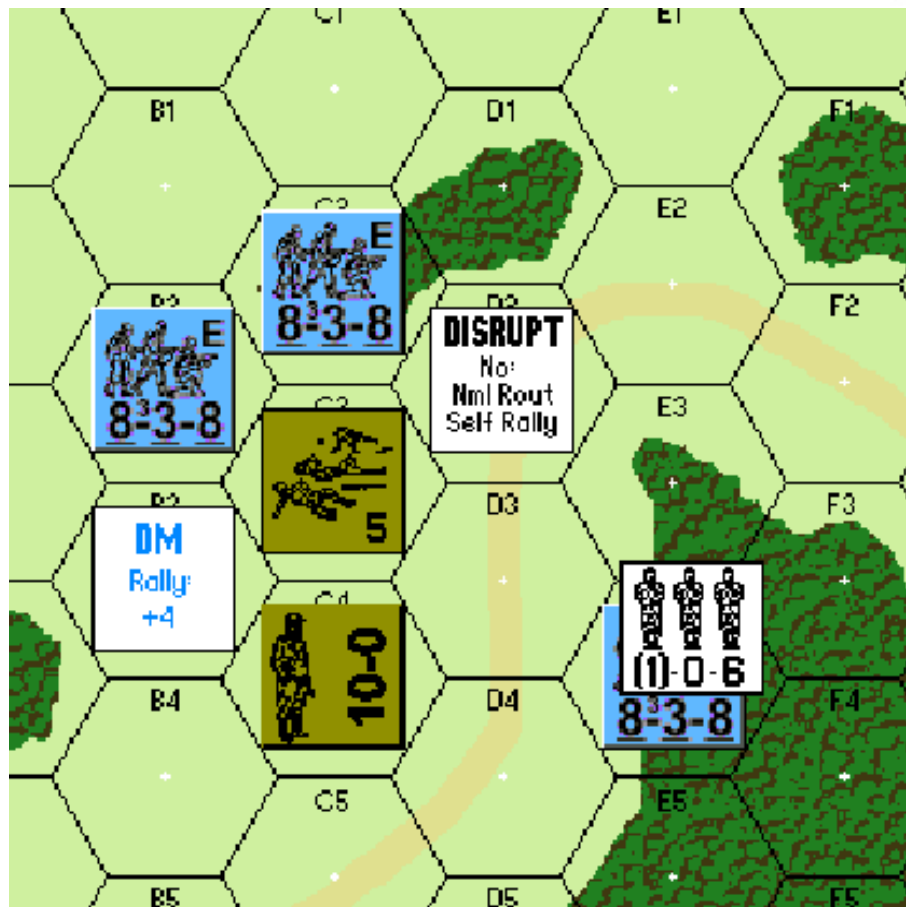


'SCRIPTS

Newsletter of the *DC Conscripts* ASL Club: Issue #6, January 2005



'SCRIPTS

Newsletter of the DC Conscripts ASL Club: Issue #6, January 2005



Contents

Words from the Conscript-in-Charge
Commissar's Corner
Ten Questions with a Conscript: Doug Bush
Scenario Analysis: *Riposte*
Scenario AAR: *Sacrificial Lambs*
Sidebar: Rolling Down the Highway...Or Not
On Exactitude and Skulking
Learning the Game...Covered Arcs



Words from the Conscript-in-Charge

John Slotwinski



Ten Years is a Long Time...

In 1995, on a whim, I purchased my first copies of the ASL Rule Book and Beyond Valor while browsing through my neighborhood game store. At \$100 it was a pretty steep impulse buy, especially since (A) my wife was with me at the time and (B) every available second of my time was already being used to study for my Ph.D. comprehensive examination. Fast forward almost ten years (and ten Winter Offensives in a row!) and I have not regretted my purchase one bit. It has provided me with hundreds of hours of entertainment and resulted in many new friends. I've seen a lot during those ten years. I didn't realize it until much later after my purchase that 1995 was perhaps A Golden Age of ASL. Maybe not the first, hopefully not the last, but it was undoubtedly A Golden Age. The Avalon Hill Game Company was thriving. The Third-Party producers were also numerous and providing quality ASL scenarios and products (TOT anyone?). The 1995 Annual, although riddled with errata, contained some of the best scenarios to see the light of day in an official publication. The GENERAL had ASL-related material and scenarios in almost every issue. Anyone remember how great Critical Hit #2 and #3 were? Backblast? And how about those great ASLUG scenarios? Boy, now I feel old.

During the following ten years we had the demise of Avalon Hill, MMP taking over the ASL reigns, contention with the third party producers, and the production of several official ASL modules and Journals/Annuals. Production quality and the annual number of new products has waxed and waned a bit. The ASL Mailing list, which provided my first contact with the greater ASL community in 1995, continued on in fits and starts, after several different incantations and the same old flame wars *ad nauseam*.

Today ASL is in excellent hands with MMP, and they are the best-qualified group to be running things. Hopefully with their new outside help they'll get production back on track; they have several exciting products in the queue. There are also several different ASL mailing lists and discussion boards, and the third-party producers have figured out how to produce quality ASL without angering the corporate lawyers. 2005 could potentially be the beginning of another Golden Age of ASL. But even with all of this, things don't feel the same now to me as they did in 1995. I'm not sure why. Maybe I'll feel better once I have AOO in my hands. Σ

The DC CONSCRIPTS ASL club serves all ASL'ers in the greater Washington D.C. area, including Northern Virginia and Maryland. Meetings are held once a month, alternating between Maryland and Northern Virginia sites. The Club also runs a yearly club tournament and maintains a club ladder. Players with all levels of interest and/or playing ability are invited to participate. Club information is available on-line at:
<http://www.dcconscripts.org>

Commissar's Corner

Chris Baer



Newbie Nation

Looking at the club ladder, one is struck by the sheer number of games played by club members over the five or so years that the club has been around. One Conscript is pushing a hundred ladder-rated scenarios, and a good half dozen are over or near the half-century mark. There's a lot of ASL experience at the game tables when the Conscripts sit down—and almost as much skill—with a plethora of strong finishes at big tourneys like ASLOK and Winter Offensive to club members' credits.



But for all that seat-time logged in the pursuit of Victory Conditions, it's important to remember that one of the club's main functions is as a learning resource for new and returning ASL'ers in the Metro Washington, DC, area. Especially with Multi-Man Publishing's Advanced Squad Leader Starter Kit on store shelves and in consimmers hands, the "newbie nurturing" role of the club deserves special attention.

*When spoke Mac and Don,
"Let there be rate," and it was
good...*

I've been impressed over the years with the willingness of club members to play against new and returning ASL'ers and to take the time to go over tricky rules sections and counsel wisely against the use of the IIFT. Rare is the meeting where a "newbie" sits out and watches the regulars play. The club has also held Rules Clinics in the past, and if interest warrants and teachers volunteer, we'll likely do so again in the future. Equally impressive is the outreach I've seen, where club members recruit unwitting neighbors and interested colleagues into the splendors of ASL, creating chains of apostolic succession: Chuck was Tim's newbie, and Tim was Jason's newbie, and on to the beginning, when spoke Mac and Don, "Let there be rate," and it was good...

So, if you find yourself in possession of one of the ASL Starter Kits, or have been directed to the Conscripts by a friend who raves about ASL, or picked this newsletter up on a whim, please let me welcome you to ASL, and to the Conscripts. Don't be shy about showing up at meetings or introducing yourself via the club mailing list. Odds are good there's someone who lives in your area who would love to get together for a scenario over beer and pizza, or someone who would quite gladly get a game in with you at the next club meeting—and play of the ASLSK is warmly welcomed at club meetings.

All that's really asked of you, as a new or returning ASL'er, is that you've read the Starter Kit rules or the first two chapters of the full rulebook (Chapters A and B)—not understood, necessarily, but just read, because understanding comes most readily with playing. And that's what we're here for.

The Conscripts. Ready to serve Newbie Nation, and eager to play.

Northern Virginia Home Search

We're still reeling from the closure, over a year ago, of our Northern Virginia base of operations, Little Wars Game Store. Though we've tried a few different locations, notably the Tyson-Pimmit Library in Falls Church and the Game Parlor in Woodbridge, we still have yet to find a location that is a) easily accessible to a majority of club members, b) visible, in hopes of attracting new players, and c) easy to schedule. John Stadick and Joe Jackson were kind enough to open their homes to us this summer for a few meetings, and Jan Spoor and Forrest Atterberry have worked diligently on scheduling the library and Game Parlor, and we appreciate their efforts. However, like

Goldilocks, nothing is just quite right yet. (Did I just make reference to Goldilocks? Egads.) If you have any ideas for a new meeting location in the immediate DC suburbs, please don't hesitate to approach me, John Slotwinski, or Doug Bush. We'll more than likely ask you to make the arrangements for us, but it's a small price to pay for helping us find a new home.

Winter Offensive '04 Club Recap

Once more, the Conscripts made a strong showing at the Atlantic seaboard's premier ASL event, Winter Offensive, held annually over Martin Luther King, Jr. Day weekend under MMP's watchful gaze. Our best estimate has thirty Conscripts—both recent converts and long-time ladder schleppers—gathered in Bowie, Maryland, in January 2004 for four days of non-stop ASL. (Well, not non-stop, really—the Conscripts Suite played host to a hand or two of Steve Jackson's Munchkin, and Doug "Bonaparte" Bush held ruthless sway over continental Europe in a game of GMT's Napoleonic Wars, but I digress.)

MMP did another great job of organizing the tournament, even if we were squished into a single ballroom the first day and a half, making Deluxe scenarios off limits, or at least extremely rude. Highlights from the tournament include Occasional Conscript Ken Dunn taking second place overall, Conscript Aaron Krebs picking the right "mystery" box in the raffle to score a complete set of unmounted boards (the "wrong" box containing forty Board 9's), and, of course, the unveiling of Issue #5 of 'Scripts. Able Conscript Jason Cameron and Conscript-in-Charge

*The Conscripts. Ready to serve
Newbie Nation, and eager to
play.*

John Slotwinski captured the action on their new-fangled digital cameras, and we've created several photo galleries with their Winter Offensive snaps:

<<http://www.dcconscripts.org/photos.html>>

Tournaments like Winter Offensive represent a great opportunity for newbies to get a handful of games in and, more importantly, to join the ASL community. As I've opined in past newsletter columns, ASL is first and foremost a social experience. The various PBeM options out there are fine, as is pushing the counters around solitaire, but this game of ours shines brightest when played face-to-face. The entire reason the Conscripts ASL Club exists is to foster face-to-face play. Whether I'm involved in a tense scenario with almost no discussion or am in a relaxed game where the jokes fly as readily as the four down two shots, interacting with that person across the table is the most rewarding part of the game for me. A tournament setting multiplies that face-to-face interaction, because you not only hear the whoops of joy as a heavy keeps rate from the person across from you, but you also hear it from next to you, and from two tables over. Broken 9-2 leaders create commiseration all over the room, and there's not much in the gaming world that can compete with having a beer at the end of a day of tourney action, recounting the times the goddess of luck smiled on your boneheaded plans or foiled your breathtakingly conceived assault. Playing ASL in a tournament or group setting creates a certain camaraderie, and while I enjoy many other games besides ASL, I can't get that experience from any other game but ASL.

So, my advice to new and returning ASL'ers is to attend tournaments, no matter how big or small. And get involved with your local club, or start one if need be. Find a game store or library and throw out your shingle. The play's the thing...

Iron Conscript '04 Overview

Speaking of tournaments, the sixth annual Conscripts Club Tournament wrapped up at the end of October, using an "Ironman" format—ten rounds over ten months, with the best ten round record taking the prize. Under this format, someone who goes 0-7 beats someone who goes 6-0, because number of games played is the first trump card; number of different opponents and combined opponent ladder rankings help further filter finishers in the event of a tied record.

John Stadick claims the inaugural Iron Conscript title, posting a 9-1 record and edging out second place finisher Jim Mehl, who held the lead going into the final months and finished 7-3. Marc Genberg was the best of the rest, with a 4-2 record.

Since the club tournament is more about getting people to play than winning (though not to take away from John, Jim, and Marc's accomplishments), perhaps the most important prize is the Sportsmanship Award. Roni Hourihane captured this year's Sportsmanship Award for grace under pressure. The person who nominated him said, "He took my taking most of his OB prisoner (and then shooting them later) much, much better than I would have." Truly, an attitude to emulate (no, not the shooting bit, the even poise).

The District Commissar's Style Award, given out for gonzo play and chrome laden scenario selection, migrates from last year's winner Jan Spoor to Bob O'Connor, who recorded a 3.17 SPPG (Style Points per Game) average, a new high. He truly exemplified soccer great Jorge Valdano's exhortation, "We all want to win, but the true loser is the one who does not aspire to beauty," which is the motto of the Style Award, and Bob played some beautiful scenarios indeed.

The prizes broke down as follows:

1st	John Stadick	\$60 in crisp greenbacks
2nd	Jim Mehl	<i>Monty's Gamble: Market Garden</i> , generously donated by MMP
3rd	Marc Genberg	\$20 worth of single dollar bills
Sport	Roni Hourihane	Free admission to Iron Conscript 2005
Style	Bob O'Connor	A pair of 36mm d6's, because it's important to have stylish dice

The cash prizes (and free admission) were provided by entry fees into the tournament, and the copy of the area move game *Monty's Gamble: Market Garden* comes courtesy of Multi-Man Publishing, who have supported the Conscripts and the club tournament for many years now. We're quite appreciative of their continued support. Our thanks to MMP, especially Perry Cocke and Brian Youse, who have worked with us and other ASL clubs to help grow the hobby.

It's my hope that this year, with the club's ranks swollen with ASLSK recruits, that we'll have thirty or more entrants for Iron Conscript '05 and forty or more attendees at Winter Offensive.

Because with ASL, the more, the merrier.

Most Correctly,

Commissar Chris Σ



Ten Questions with a Conscript: Doug Bush

Interview Questions Provided by John Slotwinski

(1) How did you first get into war gaming? What are some of the games that you first played?

I got into gaming on my own. I guess it was an outgrowth of my fascination with all things military at a young age. I also played other games at the time, including D&D, so war games weren't a huge leap. My first war game was "D-Day," which I played solo when I was about 12 years old. Through my brother, I also got in a few multiplayer games of "Samurai," which was a great game. Of course, my brother's 16-year old friends did not like losing to a 13-year old so the group kind of died.



(2) How did you get hooked into the world of ASL?

A combination of two things: I was already a World War II nut, and then my brother picked up Squad Leader, Cross of Iron, and Crescendo of Doom. I honestly don't think he ever played them, but I found them in his room one day and I was hooked. I remember buying GI Anvil of Victory and taking it with me on a vacation with my parents to Florida. There we were in the sunshine state and instead of doing stuff on the beach I was in the hotel room playing "A Belated Christmas" with the cool glider landing. In college, I kind of put ASL to the side because I had no time and no opponents. I picked it back up when I got to my Army unit in Georgia and found a couple of guys in my unit who were also ASL players.

(3) Do you have any favorite scenarios? Any truly memorable matches?

I don't really have a favorite individual scenario, but as far as CGs go I've played Berlin: Red Vengeance and Red Barricades, both of which were a lot of fun. My only truly memorable match was with Mike O'Leary of the 'scripts, and it's only memorable because Mike had some inexperienced infantry trying to use some boats and they managed to sink themselves at the waters edge without me even shooting at them. It was classic and a good example of an "only in ASL" situation - what other game would have detailed rules that allowed for that possibility? Mike's a much better sport than I am, so he handled quite well. I think I would have run screaming out of the room.

(4) How would you characterize the current state of ASL, both at the local (conscripts) level, and across the country/world?

ASL seems to be doing just fine. It has a core of loyal gamers who will be playing in nursing homes some day, and I think MMP is doing a good job making the game more accessible to new players. Given all the other competition out there, I think that says a lot. DC is a great area to play ASL. There is just no end of good players available, and having an active club like the Conscripts makes it even easier to play.

(5) What are some other non-ASL war games that you enjoy playing?

My current favorites are Rise of the Roman Republic, Advanced Civilization, and the series of GMT card-driven games: Napoleonic Wars, For the People, Sword of Rome and Paths of Glory. One reason I'm so enamored of the GMT games is that in all three it is good to roll 5s and 6s - something I tend to do a lot but which doesn't do me much good in ASL. I love Advanced Civ because there are NO dice used. I'm also addicted to Munchkin, which my wife and I play with several other couples. The more I'm exposed to German games the more I like them. I've recently played Die Macher and Amun Re, both of which were great fun.

(6) What do you do in the real world?

I'm a legislative assistant for a Congressman from Hawaii. I'm his advisor for defense, foreign policy, and veterans issues. My boss is on the Armed Services Committee, which is cool because I'm still a military geek at heart. It's kind of fun being paid to keep up with the latest weapon systems in the US inventory. My next work goal is to actually get to do a joy ride in a high-performance fighter, like an F-16, F-15, or F/A-18.

(7) How well (or not well) does your previous military experience translate into ASL play and tactics?

I was an armor officer in the Army for five years, but I generally don't find that experience very helpful in ASL. If anything, it sometimes helps me organize my forces into "platoons" or "companies" and think of them as such. Another thing my experience does do is increase my respect for ASL because the rules force you to do a lot of things you'd do in real life: fire and movement, flanking maneuvers, integrating combined arms, and terrain analysis.

(8) What are things that you most enjoy (and hate) about ASL?

The most impressive thing about ASL is its breadth. You want to play a night cavalry charge in the jungle? Done. Maybe a glider landing in the desert? No problem. I can't think of any other game that even attempts to cover that many tactical situations at any level of sophistication and the fact that the basic sequence of play is so portable to so many types of fighting is truly impressive. I also like that in ASL - as in war - nothing is ever certain. Carl Von Clausewitz famously wrote that "in war, even the simplest thing can be difficult" due to the complexity and uncertainty of combat, and ASL is true to that idea. Sure there are times when it is highly unlikely that something can happen, but there's always a chance due to the fog and friction of war, and the dice.

The only thing I "hate" about ASL is some of the players. Just kidding. Actually, there's nothing about the system that I hate, but I frequently hate my dice rolls.

(9) What is (are) your favorite nationality (-ies) to play and why?

I don't really have a favorite nationality, but I tend toward two types of scenarios: late-war scenarios with oodles of armor, artillery, and other firepower and quirky, early-war scenarios with unusual vehicles or oddball combatants. In general, I'll play just about anything that features combined arms or cool tactical situations, such as a parachute drop or river crossing.

(10) What is the best/most-innovative/most-spectacular move/tactic that you have either done or experienced?

The only cool move I ever pulled was in a Berlin: Red Vengeance CG against Chris Chapman. It was the last scenario of the CG and he was hunkered down in the Reichstag with an SS 10-3 who was dealing death to any Russian fool enough to poke his head up or try to cross the street. On the first shot of my second turn I put a 203mm round into the hex with his 10-3 and rubbled it. The rubble then spread and took down half the Reichstag, allowing my Heros of the Soviet Union to run amok. Very cool, and one of the few times I ever beat Chris Chapman in any ASL game. He usually made me look foolish as he beat me using reverse-movement overruns with trucks or something like that.

(11) Final Question: Burger and Fries or T-bone with backed potato?

T-bone with the potato if I had the choice, but I'd fight to the death to defend the right of all Americans to stuff themselves silly with burgers and fries. Σ

Scenario Analysis: U12 - Riposte

Joe Jackson

ROAR shows this as favoring the Germans by a ratio of almost 2:1, but giving a single “how to” playing tip to the American player evens the balance of this tense, tourney sized scenario. The American player needs to know that his forces that start outside of the victory farmhouse need to move as quickly as possible to reinforce the building to prevent the Germans from wresting control from the 2 squads that start there. If the Germans gain control of the building, the Americans, without the benefit of armor support, will have difficulty retaking the farmhouse in the face of determined German resistance.



US Advantages: Initial control of victory building, Artillery, WP, Firepower

The single biggest advantage for the American player is the fact he starts in control of the victory building. Not only does he start in control, the initial forces there begin the game concealed making it difficult for the Germans to shoot their way into the building. The 80 mm mortar OBA is a close second, however, as in addition to its 16 flat shots for FFE concentrations, it has the ability to bring down WP. The third arrow in the Americans' quiver is WP. Not only can the OBA create a screen of WP, the US has '45 bazookas and a 60 mm mortar which all have the potential to lay down WP. The final American advantage is the firepower of US squads. Each American squad has a 50% firepower advantage over its German counterpart and coupled with assault fire capability (4 FP shots in the AFPh against non-adjacent, unconcealed targets). Where this advantage is most noticeable in the scenario is in the close quarters fighting that will inevitably occur over the farmhouse; a US squad will CC a German squad at 3:2 while the poor German will have to shoot back at 1:2.

US Disadvantages: Dispersed forces, Terrain, Lack of Armor

The American player is faced with having a small initial force in the farmhouse. The bulk of his forces set up at least 8 hexes away. It is these forces that will lead you to victory or defeat. If they can reach the farmhouse, while still American controlled, they US has a better than average chance of winning. If, for whatever reason, the Americans dawdle on their way to the farmhouse and allow the Germans to gain control of it, the Americans will likely lose. Complicating matters is the mix of grain, woods and Open Ground that must be crossed to reach the victory building. The grain (and woods if not bypassed) greatly slows down the American rush while the open ground will give the Germans the opportunity to hit the reinforcements with -1 and -2 shots on their way to the farm. If the US is too slow to reach the building, and lose control to the Germans, then the lack of armor will make fighting your way through the expected Mk IV defense of the building that much more difficult.

German Advantages: Tanks, Position

The German player has only 2 advantages but both are whoppers. He has 2 Mk IVs to assist in the assault on and defense of the farmhouse. The Mk IVs have S8, so I like to set them up with a LOS to the farmhouse in order to put Smoke on the US defenders to screen the initial assault. Usually, one successful Smoke placement is all that is necessary. If the first tank fires successfully then the second can provide direct support for the attack via armored assault and BFF, can move to interdict the US reinforcements, or can even try to circle behind the US positions to

cut rout paths. If the first tank is Smoke-less, well, that's why the designer gave the Germans 2 tanks. The second German advantage is a bit more subtle. The Germans have a positional advantage over the US – especially over the US reinforcements. Sure, the Germans have to assault the farmhouse with the majority of their squads, but their remaining forces, perhaps including a Mk IV, can position themselves on the flanks in order to interdict the probable routes the reinforcing Americans will need to take to reach the farmhouse. If the Germans can keep the reinforcing Americans at bay, it is just a matter of time before their assaulting force takes the victory building from the US troops starting the game there.

German Disadvantages: Tough VC

The most difficult aspect of the German player's task is taking the farmhouse from the concealed Americans that start the scenario there. If, through judicious use of Smoke to screen the approaches to the victory building and the defenders in the building itself, the US reinforces the position *en masse*, woe to the German player who has to root out 6 FP squads via CC.

Conclusion

The Mk IVs lay a Smoke to cover the assault on the farmhouse. Vicious room to room fighting ensues as both forces attempt to wrest control of the building from the other. Germans take up flanking positions to prevent US reinforcements from reaching the building while the US commander calls for multiple WP barrages to protect his reinforcing troops as well as the staunch farmhouse defenders. The Americans keep a toehold in the building as reinforcing squads trickle into the area while others break and rout to the rear. The Mk IVs begin to surround the US positions while dodging multiple bazooka rounds. The artillery continues to pound as the two armies continue to battle for control of farmhouse. Σ



Scenario Analysis: MM98 I - Sacrificial Lambs

Bill Stoppel

Got together this weekend with Dr. John Slotwinski (obligatory "Hi John") to play Scenario I "Sacrificial Lambs" from Kinetic Energy's March Madness '98 pack. Why wait 'til ASLOK for "Armies of Oblivion" when we can play with crappy Romanian tanks now. For those that aren't familiar with this scenario it is played on board 23 with the factory at the end opposite the Cathedral becoming orchards. This is a pretty unique scenario in that the Russians are defending with 6 1st line squads, 3 artillery crews, some squad weapons, a roadblock and some foxholes supported by 11 on-board (and 2 reinforcing) AFVs of the Romanian 2nd Armored Regiment. These AFVs include 4 R-35 Transformation tanks (R-35 w/45L gun, no MG and HE4), 3 TACAM R-2s (Romanian "Marder" w/ Russkie 76L), a pair of Pz 38ts and a pair of Stug IIIGs on board with a pair of Pz IVF2s entering on turn 4. Against this you have 4 King Tigers (2 w/ the inferior Porsche turret) and 3 Pz IVJ's supporting elements of the Hungarian 25th SS Division (7 Axis Minor elite squads and 2 artillery crews w/ 10-2, some PSKs and some German MGs). Some interesting SSRs make the Hungarian "SS" axis minors for everything except PF and ATMM use for which they are German. The Russian MMCs get to use 1945 PFs with a +2 on the accessibility die roll.



I got to set up on or East of row W with the caveat of only 2 MMCs on or East of row H. John had to enter south of the river and get 30 VPs north of the river and on/east of row H in 6 turns. I set up most of my AFVs in concealment terrain but also had some on roads and bridges to try for some side shots at his Mark IVs and infantry. I HIP'd a squad in a foxhole under a Pz 38t in W2 and a crew w/ ATR under a R-35 in W5. My HMG, 9-1 and a 2-2-8 were concealed on level two in the cathedral (F3). I had dummy stacks in W1, W2 (on top of foxhole) and W6. I placed my roadblock north of the river between M8 and N9, which effectively took out that avenue for armor to reach the victory row. A 4-4-7 went into M8 and the remaining infantry was evenly split on either side of the river between rows K and R. Because none of my AFVs had a prayer against the frontal armor of the King Tigers they were deployed to delay the Germans mostly with deliberate immobilization (DI) shots against the King Tigers although the TACAMs and Stugs would take a frontal shot at the Pz IVs if it was presented and any would try a side shot at same. My intention was to sacrifice the weak armor to preserve the infantry, Stugs and Pz IVs for the end game.

Once the game started the lack of anti-infantry capability in some of these AFVs became blatantly obvious. With no MGs and HE4 the R-35s were truly one shot wonders against his tanks. John started out strong moving a King Tiger in bypass for 2 MPs and then crashed into the Z1 stone building on my left flank. He passed the bog check and promptly went CE. This guy scratched one TACAM (P7 bridge) and a Stug (O7) quickly. Note to self: remember to roll for motion, in reverse, when your best AFV has no chance to live. He also positioned his Pz IVs in the CC4, CC3, DD3 triangle to fire smoke in his second turn to cover his advance. His infantry advanced into buildings concealed.

Turn 2 and 3 had John placing smoke and moving up his infantry and King Tigers to assault my concealed infantry and AFVs. He went north of the river with 1 Tiger and most of his infantry while the other Tigers and the 10-2 and a couple of squads went south. After a couple of melees where the Pz 38(t) showed itself to be my best tank (love the 4 factors of MGs in CC) he had breached the front lines and started pouring through. He used bounding first fire to maximum effect as all of my DI shots failed (rolled one 4 the whole game and it was a turret shot). On the bright side I was able to pull back my infantry largely intact and the HMG, crew and 9-1 in the 2nd level of the Cathedral started making itself known. The TACAM (U3) and the Pz38t (W2) brought his 10-2 led stack under fire and managed to pin the PSK touting crew and break a squad which preserved the Pz38t for another turn. Also advanced a concealed (formerly HIP) 2-2-8 and ATR into CC with a 4-4-7, no ambush equals dead crew.

On John's turn 4 he immob'd the Tiger on the North side of the river on the start up (*Editors Note: Damn red MP numbers suck.*) and my remaining Stug got a nice shot at one of his Mark IVs and killed him. My reinforcements entered in my backfield and took up positions near the bridge he would have to cross to win. I continued pulling back my infantry and one of my broken crews self rallied to provide a temporary stopgap in building

Q9. This building also provided a temporary haven for a broken and DM'd Conscript squad that later died for failure to rout. John also killed my last TACAM (R4) and Pz 38t (P4) after both tried and failed their DI shots.

At the start of turn 5 I had 4 AFVs left (1 Stug, 2 Mark IVs and a R-35), by the end only a pair. All the others were burning wrecks which is to be expected kind of expected when hit with the 88LL or a Psk. John killed my last R-35 on the road in K5 and one of my Pz IVs on the H4 bridge. During this turn I had a pair of point blank PF shots at a Mark IV and whiffed both forcing my trusty Stug to shot through a blazing wreck (the other Stug) to kill it. John's last Pz IV was recalled this turn on what was IIRC the only sniper to hit for either of us the entire game. My crew in Q9 earned the Star of Lenin this turn as his fire (including FPF), along with the 9-1 led HMG firing into the R7 and Q8 orchards, broke or pinned 3-4 of the SS MMCs and put out so much resid that no breakthrough could be made in the north. This allowed me to pull back another squad in the north to bolster the Stug led roadblock.

As we start turn 6 (last turn) I had a Stug in M9 behind the roadblock with a concealed 4-4-7 in M8 and a 4-4-7 in a foxhole in M10 and a Pz IV on the road in F5 aimed at the bridge. My 9-1, HMG and crew had moved to the ground floor in F4 to either street fight a Tiger or put a 12 +1 shot into the road hex. On the south of the river I had a 4-4-7 in P5 in melee and a 4-4-7 w/LMG in J3 ready to either try for PFs or put resid in the bridge entry hex. John started with several squads and a couple of leaders in and around Q9. The only squad close enough to cross the river in the south was in melee (P5). His Tigers were in L1, O4 and N6. Bottom line is John had to get his 3 remaining King Tigers across the bridge to row H and then survive my turn 6 counterattacks to win. The stickler was to do so all 3 would have to go CE and use ESB to get across because of the burning wrecks in the way. First Tiger makes it across, makes the ESB die roll goes through my Pz IVs hex and stops in E6. My J3 squad didn't feel lucky enough for a PF and laid 6 resid in the bridge entry hex and my 9-1 led crew held their fire. Tiger number 2 rolls for start up and rolls boxcars. Just for fun John decides to utilize JR's alternate universe to check the ESB roll...boxcars. With that I pull out the rare victory over the man that taught me the game.

Overall an interesting scenario with lots of odd pieces and parts. I recommend the scenario and the whole scenario pack. Some really unique situations and OBs with the allied minor Romanian/Bulgarian forces and the axis minor Hungarian armor. Σ

Sidebar: Rolling Down the Highway...Or Not

John Slotwinski

This is a great, asymmetrical scenario. By 'asymmetrical' I mean that one side has the heavy metal and big tubes to easily wreck his puny-armored, small-tubed enemy. But that does not make this scenario a cake-walk for the Germans. The German player has to carefully plan his movement points so that he has sufficient MPs to get off the board. What makes this hard is the plethora of flaming wrecks that will litter the board and clog the roadways and bridges. In fact, as the defender I would make sure to plant a tank on each critical intersection and bridge, hoping that the German player will turn them into flaming wrecks. Of course, to help with the planning of his movements the German players needs to know certain movement costs, which I have seen many people play incorrectly. Here is a summary of some fully-tracked AFV movement costs that are prevalent in this scenario:

Road (BU) = 1 MP

Road (CE) = 1/2 MP

Wreck in non-road OG = DOT + 1 MP

Flaming wreck in non-road OG = DOT + 2 MP

Wreck in Road = Road Rate + 2 MP
= 2 1/2 MP (CE) or 3 MP (BU)

Flaming Wreck in Road = wreck in Road + 1
= 3 1/2 MP (CE) or 4 MP (BU)

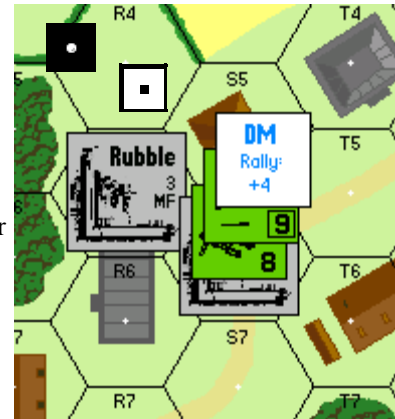
So getting over a bridge that has a flaming wreck in it is not a trivial matter, since the road rate must be used to traverse the bridge. So the attacker in this scenario must play carefully, and the defender must keep the attacker honest and make sure that the proper movement points are being used. Σ

On Exactitude and Skulking

Matt Kirschenbaum

...with apologies to Jorge Luis Borges and Jim Stahler

Stahler chomped his cigar. The LOS was close, but he couldn't be sure. "Okay boys, run 'er out." Two of his men scrambled out the window of the shattered building where the rest of the squad was holed up, dragging the big, battle-worn spool of thread behind them. It looked like one of the reels of communication wire back at battalion. "Taut, taut, keep it TAUT dammit," yelled Stahler as they moved across the street, heading for one of those stone walls with the odd 60-degree angles that they seemed to find all over the place. Well, lots of things were different over here, Stahler reflected. The sky was always that burnt orange color (except once, long ago, when it had been purple). And the towns never had proper names, only numbers like 12, 24, and 46. Number 3, where they were now, was the worst--felt like he had fought his way through this same burg dozens of times already.



Stahler turned his attention back to the knuckleheads across the street. He wasn't worried about them being shot--these Krauts were pros and knew when it was their turn to hold their fire as the GIs continued to play out the wire. "Look, Sarge." Just when Stahler thought they were free and clear, one of his men picked up the near end of the thread and moved it back to the big white circle in the center of their building. The men on the other end of the line promptly tumbled straight into the stone wall.

Blocked. Stahler swore. "Okay, get on back here. We're going to skulk out the back door of this Location for just about a minute, then we're Advancing back in before the Krauts get a chance to move. Just the way we practiced it stateside."

Suddenly an ominous rumble filled the air. Stahler froze. Enemy air support? Their off board artillery module finally arriving? The menacing prow of panzers? Stahler, a veteran of North Africa, Italy, Normandy, and every scrap in between, couldn't be sure. "Heads up guys, I--"

At that moment the house, Stahler, and the 6-6-6 were flattened by two enormous airborne missiles--giant cubes they were, forty meters across, one white as bone, the other red as blood. Their sides were pitted with strange patterns of marks and glyphs--sometimes as many as six, but--defying the odds--only one such mark now showing on the very top side of each.

The last thing Stahler ever heard was a far off, vaguely Germanic voice: "Ach, rubbled the sucker." Σ

Learning the Game...Covered Arcs (CA)

Bill Kohler

(Editor's Note: Here's another fabulous rules article from Bill Kohler. Bill does a great job on these and is very thorough in his summaries without getting overly verbose.)

CA Defined

- CA is based on the hexspine toward which the Gun/vehicle points, and includes both hexes formed by that hexspine. (C3.2)
 - EXC: Vehicle Bypass (D2.32):
 - VCA must point toward the CAFP (even if in Reverse Motion).
 - VCA consists of hex in front of vehicle, plus the 2 rows of hexes diverging from that hex's opposite side.
 - VCA can only change just prior to moving to a new VBM hexside (and is returned to the previous VCA if the move proves impossible). Defensive First Fire resolved at this moment uses the previous TCA/VCA for that attack. (An 95)
 - Rear hull facing is based on the opposite vertex of the occupied hexside, just like the VCA.
 - Side hull facing is everything else.
 - TCA must point to one of those four facings.

Target Facing

- The hexside crossed by LOS determines target facing. If it falls exactly along a hexspine, facing is the target's choice. The actual turret facing determines the AF of the turret when the turret is hit. (D3.2)
 - EXC: For Vehicles in Bypass, the target facing is based on the hex the shot originated from. (D2.32)
 - EXC: For fire from within its own hex, the colored dr of the To Hit DR determines the facing: (D3.2)
 - 1-2: Rear.
 - 3-4: Side.
 - 5-6: Front.
 - EXC: If in bypass, a hull hit always hits the side facing; a turret hit hits the turret facing that faces the hex. (An 97)



Firing Penalties for Changing CA

Firer Status	Case A To Hit DRM
Non-Bypass (C5.1) (C2.5)	<ul style="list-style-type: none">• A gun changing CA in the same phase in which it fires incurs Case A To Hit DRM (C3.21).*^<ul style="list-style-type: none">• First hexspine changed: T: +1; ST: +2; NT: +3.• Each additional hexspine: +1.• Firer in woods/bldg/rubble: x 2.†• If an NT non-vehicular Gun: ROF drops by 1 for that shot; if no ROF ability, it is marked IF after the shot (NA to 76-82 mm MTRs).
Bypass (D2.32)	<ul style="list-style-type: none">• Case A is paid per TCA facing change, not per hexspine.• Case A is paid even if firing within a pre-existing side CA. (EXC: if using existing Acquisition; if firing at the same target the turret last fired at (earlier in this phase), but only if the CA hasn't since changed).• TCA change <i>to or through</i> a side facing pays an additional +1 (before any doubling).

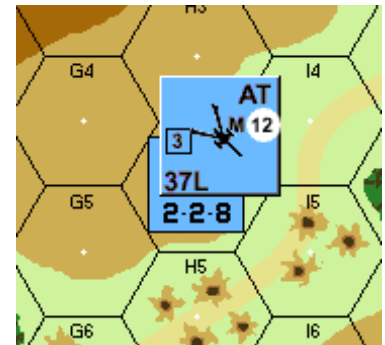
* - Case A never applies to a vehicle firing in its MPH (Bounding First Fire). It must change its CA prior to the shot via MP expenditure (C5.13, D2.11, D3.12).
^ - Case A To Hit penalties also apply to BMG/CMG/IFE shots. (EXC: MG Bounding First Fire shots use Bounding First Fire penalties.) (D3.52).
† - VCA change requires 1 bog check / hexspine (prior to VCA change), if not on a road. (D2.11) Once a Gun (EXC: mortars, Bounding First Fire) fires through a CA while in such terrain, it may not change that CA for the rest of that phase (if Defensive First Fire, this means the MPH, unless it is pinned in which case it also includes the DFPh). (C5.11)

When Case A To-Hit Penalties Apply

- Case A To Hit DRM only apply if the CA change was part of the shot. Subsequent ROF shots are not so penalized (unless the CA changes again). (C5.12)
- Once a vehicle fires any turret (*bow*) mounted weapon, any firing of a *different* turret (*bow*) mounted weapon within that CA, within that phase, incurs the same Case A To Hit penalties that the first turret (*bow*) mounted weapon incurred. (D3.5)
- A further TCA (*VCA*) change is permitted only if all preceding turret (*bow*) shots were at Known enemy units. Otherwise no further TCA (*VCA*) change is permitted that phase. (EXC: Bounding First Fire). (D3.51)
- Once the VCA changes, the first shot of all turret-mounted weapons incur that VCA change Case A To Hit penalty in addition to any applicable TCA change Case A To Hit penalty. (C5.11)
- For firing at an own-hex target (Case E), Case A can apply if (a) firing as Defensive First Fire or (b) if either firer or target is in bypass. CA must be changed to include (a) the hexside crossed in entering the hex or (b) the target CAFP/vertex. (C5.51, D2.37)

When CA Changes are Permitted – General Cases

- A vehicular/non-vehicular Gun may change CA without firing only* at the end of a friendly firing phase (not MPh), and only if it is still able to fire. † ‡ ^ (C3.22)
- VCA changes can be made: (Bog checks must be passed for each hexside change, if applicable.) (D2.11)
 - during the MPh at a cost of 1 MP / hexside (2 MP / hexside if in bldg/woods/rubble),
 - following a successful Motion Attempt,**
 - when firing outside its CA during any fire phase (except its own MPh),@ or
 - at the end of any friendly fire phase in which it is still eligible to fire its MA. † ‡ @
- TCA changes may be made: (D3.1)
 - with each MP expended during the MPh (if it is announced concurrently),^^
 - following a successful Motion Attempt,**
 - when firing outside its current TCA (except for Bounding First Fire),@ or
 - at the end of any friendly fire phase in which the vehicle is eligible to fire. † ‡



* - EXC: (un)limbering (C10.22); (un)hooking (C10.11); multiple Guns residing in a turret that changes CA to fire (D3.51).

** - After a successful Motion Attempt, VCA/TCA may be freely changed (provided any bog checks are passed). Motion Fire (To Hit Case C^d) may be used thereafter without paying Case A To Hit for that CA change. (D2.401)

† - Such a CA change (in the PFPh) prevents movement (but not attack) possibilities (for the Gun, its crew and its vehicle) for the rest of the Player Turn.

‡ - without using IF/Sustained Fire.

^ - Opportunity Firers may not change CA in this manner during the PFPh (A7.25, K38.5). Even if the Gun is malfunctioned or disabled, an end-of-friendly-firing-phase CA change is permitted as long as the manning Infantry could fire the Gun were it functional.

^^ - The TCA may be changed any number of hexspines. If in woods/bldg/rubble, 2 MPs must be expended between TCA changes.

@ - Motion status is not required. AAMG fire does not change TCA/VCA. BMG fire at a wall hexside is not a permissible way to change VCA.

When CA Changes are Permitted – Specific Cases

Situation	SW [‡] ^	Non-vehicular Guns (CA) [@]	Bow Guns (VCA)	Turret Guns ^{^^} (TCA)
Turret Type	As per the vehicle it is “mounted” on, usually NT.	NT (EXC: If a circle, T.)	NT	NT: no symbol. T: circle. ST: square (ST, RST, 1MT)
Firing at Dash (A4.63)	NA if CA is Fixed [†]	NA	NA	NA
Opportunity Firer (A7.25)	per normal rules	Once declared to be an Opportunity Firer, it may not change CA until resolving its To-Hit DR in the AFPh.	—	—
Pinned* (A7.81)	NA if CA is Fixed [†]	NA	—	—
Firing again later in that phase from woods/bldg/rubble* (A9.21, C5.11)	NA ^{**^}	<ul style="list-style-type: none"> Case A To Hit DRM is doubled. VCA change requires 1 bog check / hexspine (prior to VCA change). Once a Gun (EXC: mortars, Bounding First Fire) fires through a CA, it may not change that CA for the rest of that phase (if Defensive First Fire, this means the MPH, unless pinned in which case it means the DFPh). 		
Gun Duels (C2.2401)	<ul style="list-style-type: none"> Case A applies if unit/weapon is mounted-on/aboard a vehicle that is changing CA. Such non-turret-mounted fire is considered NT for Case C. NA if it has a Fixed CA.* 	Bounding First Fire prevents CA change for the ATTACKER. (Vehicle Guns only) For IFE/MG, Case A applies if unit/weapon is mounted-on/aboard a vehicle that is changing VCA/TCA.		
Bocage	—	See B9.531.	—	—
OVR Reaction Fire	See D7.2 Reaction Fire rules.			

* - Fixed CA: if CA has already been specified this phase by fire from woods/rubble/bldg. (A9.21).

** - CA is defined vertically if fired up/down a stairwell.

† - SW[‡] with a Fixed CA*, whose operator was pinned in PFPh/MPH, retains that Fixed CA until the end of the DFPh.

‡ - Applies only to the following SW: MMG/HMG/INF/RCL/20L ATR.

^ - CA always includes its own hex.

^^ - May choose to pivot the VCA instead. If so, use NT. If both CAs change for a shot, apply both penalties. (D3.51).

“—” - Does not apply to this case.

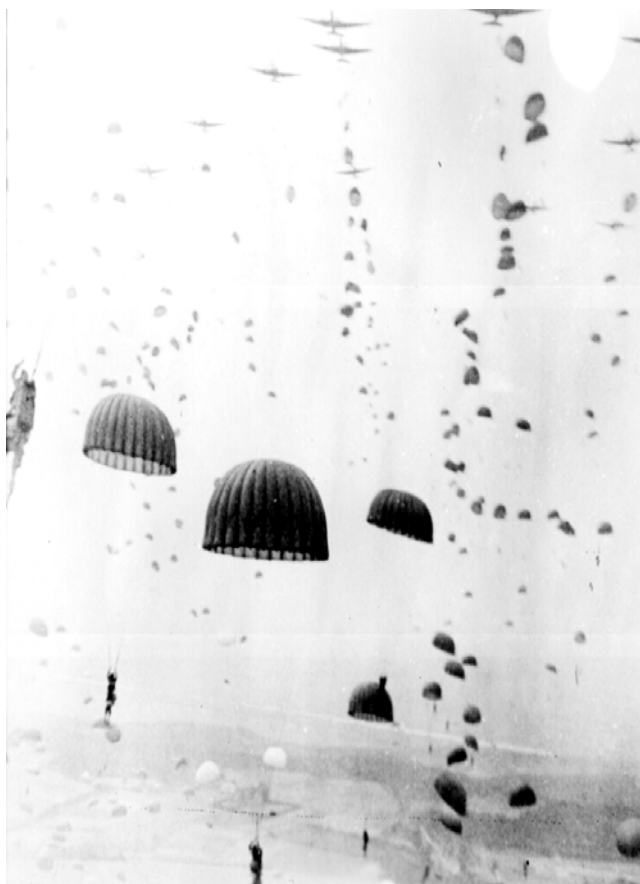
@ - CA includes own hex for Defensive First/Final Fire if target crossed one of the 2 CA hexsides when it entered the hex that Player Turn. If it did not enter by one of the 2 hexside, then Case A applies. After that, the target is in CA. (C5.51, C3.2EX).

NA - Not Allowed.

Gun Depression/Elevation Restrictions – C2.6

- The following restrictions apply to:
 - Guns (vehicular/non-vehicular)
 - Non-AA Vehicular MG*
 - Vehicular FT
 - MTR/INF/RCL Ordnance SW
- A Gun may only fire at/affect a different level target if the range to the target is ≥ the elevation difference.
 - EXC: Cliff (B11.31-32)
 - EXC: Guns capable of AA Fire, AA Guns and MTRs.
- If in a bldg, a Gun may not:
 - Fire at a lower level of its own hex, or
 - Fire at an ADJACENT higher level of own hex (EXC: AA Gun ≤ 40 mm).

* - If a vehicle's MA is AA-capable, so is its CMG.



The **'SCRIPTS** Staff:

Editor in Chief: John Slotwinski
john.slotwinski@nist.gov

Style Editor: Chris Baer
chbaer@cris.com

Editor Emeritus: Tom Meier

Contributing Authors: Doug Bush
Joe Jackson
Bill Stoppel
Matt Kirschenbaum
Bill Kohler

Cover Art: Chris Chapman
CM Grafik Company
<http://www.cmgrafik.com>

Club Troika: John Slotwinski
Chris Baer
Doug Bush

Copying and Distribution: Jim Mehl

'SCRIPTS is published roughly every January to coincide with the Winter Offensive ASL Tournament. Submissions are welcome. You may reproduce this newsletter in its entirety only for free distribution. Permission to reproduce individual articles must be obtained from the individual authors. ASL and all of its components, including module names, are copyrighted and trademarked by Hasbro. All image and other copyrights remain the property of their respective copyright holders. Effort has been made to seek permission for use of images in this newsletter. Other images, to the best of our knowledge, are public domain.

The DC CONSCRIPTS ASL club serves all ASL'ers in the greater Washington D.C. area, including Northern Virginia and Maryland. Meetings are held once a month, alternating between Maryland and Northern Virginia sites. The Club also runs a yearly club tournament and maintains a club ladder. Players with all levels of interest and/or playing ability are invited to participate. Club information is available on-line at:

<http://www.dcconscripts.org>

'SCRIPTS Copyright © 2005 by the DC Conscripts ASL Club. All rights reserved.

dcconscripts.org



0-0
10-1



Washington DC Metro ASL Club

Conscripts: Advanced Squad Leader for the Masses